



**CAVALIER
COWBOYS**

Sunday May 7, 2023
Stages by: Bingo Montana

Feed the Pig!



Who would have thought pigs eat lead!

Cavalier Cowboys - Club Match Rules & Conventions

- SASS Rules: All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- SASS Stage Conventions: All SASS Stage Conventions are in effect, unless specifically stated in the stage directions for a given stage.
- Total Time Scoring: All Cavalier Cowboys matches will use Total Time Scoring.
- Safety Officer: Every shooter present is a Safety Officer and has the responsibility to identify, declare and diligently prevent all safety infractions.
- Round Over Berm: A rifle or pistol round over the berm is a Match Disqualification.
- "No Alibi": All Cavalier Cowboy matches are "no alibi" matches. *"Once the first round goes down range, the competitor is committed to the stage and must finish the stage to the best of his or her ability."*
- Ear & Eye Protection: Ear and Eye Protection is mandatory for all shooters and spectators.
- Ground Targets: Targets positioned on/near the ground may only be shoot at with the shotgun. Ground Targets shoot at with a rifle or pistol round will result in a Minor Safety Violation.
- Shotgun Knockdown Misses: Unless specifically stated in the stage directions for a given stage and pursuant to SASS rules, all shotgun knockdown targets may be reshot at until down, aka "Comstock Rule".
- Shotgun Shot Size: Shot size must be number 7 ½ lead birdshot or smaller (no steel or plated shot).
- Loading on the Move: Loading on the move is permitted pursuant to SASS rules.
- Drawing on the Move: Drawing on the move is permitted pursuant to SASS rules.
- End of Stage: Unless otherwise directed by a Range Officer, after a stage has been completed the shooter will safely retrieve rifle, shotgun, and pistols and move them to the unloading table. The shooters firearms will not leave the unloading table until they have been verified "cleared" by a Range Officer.
- Coaching: Any shooter who does not want to receive coaching must state their preference at the beginning of each stage. "Proper coaching or no coaching at all is not considered RO Interference and therefore will never be grounds for a reshoot. Improper coaching that either impedes the shooter's progress or results in a procedural penalty may be grounds for a reshoot."
- Motorized Vehicles: All motorized vehicles must be operated and parked in designated areas and may not enter pedestrian only areas.
- New Shooters: New Shooters who have never shot a SASS match before must observe one full match prior to shooting their first match, to ensure the shooter is familiar with match procedures and safety requirements. For their very first match, new shooters will be assigned a "mentor", an experienced SASS shooter, to assist and coach them through the match.

The Spotters Creed:

If you know that it's a Hit...It's a Hit

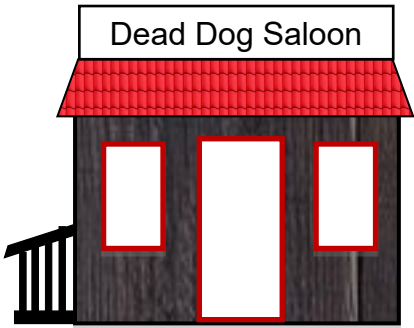
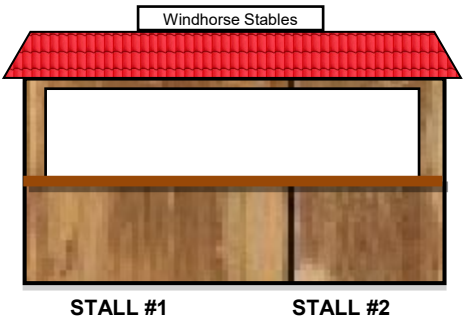
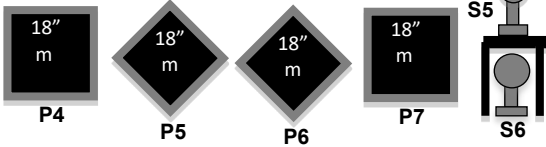
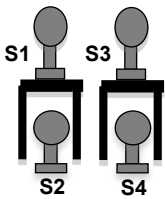
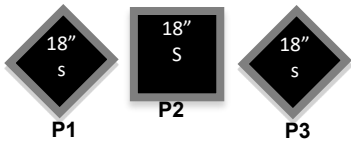
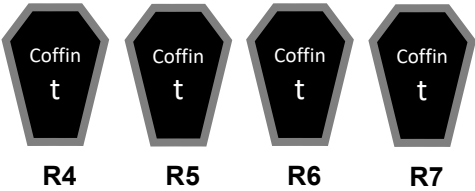
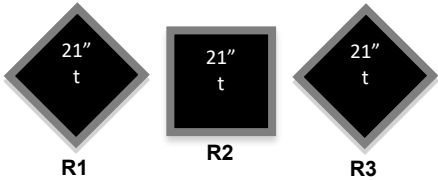
If you know that it's a Miss...It's a Miss

If you think it's a Hit...It's a Hit

If you think it's a Miss...IT'S A HIT

Benefit of the doubt always goes to the shooter

Stages 1-4 Diagram (Kubaville)



Stage: 1

RC/SO: Shotgun – 4 +, Rifle – 10, Pistols – 5 each

Shotgun and Rifle staged in doorway of the Saloon; Pistols holstered

Starting Position: In doorway of saloon with hands at default (Stand & Deliver)

Shooter may indicate ready by saying: “Feed the pig!”

“AT THE BEEP”

1. With Shotgun from doorway shoot KD’s S3-S6 in any order.
2. Next with Rifle shoot R4 – R7 starting on either end with a double tap sweep for the first 3 targets, then starting on the 4th target single tap sweep the targets in reverse order.
E.g., R4, R4, R5, R5, R6, R6, R7, R6, R5, R4.
3. Last with Pistols shoot P4 – P7 with the same instructions as Rifle.

Stage: 2

RC/SO: Rifle – 10, Pistols – 5 each, Shotgun – 4+

Rifle staged in Stall 2, Pistols holstered, Shotgun staged safely

Starting Position: At Stall 2 with hands at default

Shooter may indicate ready by saying: “Feed the pig!”

“AT THE BEEP”

1. With Rifle from stall 2 shoot R1- R3 starting on either end with a continuous single tap sweep for five rounds, then repeat instructions starting on the other end. E.g., R1, R2, R3, R2, R1 – R3, R2, R1, R2, R3.
2. Next with pistols shoot P1 – P3 with same instructions as rifle.
3. Last move to the barrel and with shotgun shoot KD’s S1 – S4 in any order.

Stage: 3

RC: Rifle – 10, Pistols – 5 each, Shotgun 4+,

SO: Rifle not last

Pistols holstered; Rifle and Shotgun staged safely in the saloon.

Starting Position: Start at any Saloon position with hands at default

Shooter may indicate ready by saying: “Feed the pig!”

- Rifle: from doorway shoot R4 – R7 starting on either end with a double tap sweep, then single tap the two center targets in any order. E.g., R4, R4, R5, R5, R6, R6, R7, R7, R6, R5.
- Shotgun: from left window shoot KD’s S3 & S4 in any order and from right window shoot KD’s S5 & S6 in any order. Yes, you can split shotgun.
- Pistols: from doorway shoot P4 – P7 with the same instructions as the rifle.

Stage: 4

RC/SO: Rifle – 10, Shotgun – 4+, Pistols – 5 each

Rifle staged in Stall 2, Shotgun staged safely, Pistols holstered

Starting Position: At Stall 2 with hands at default

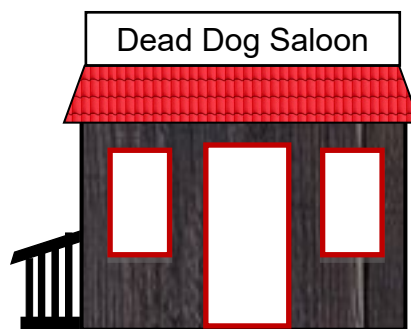
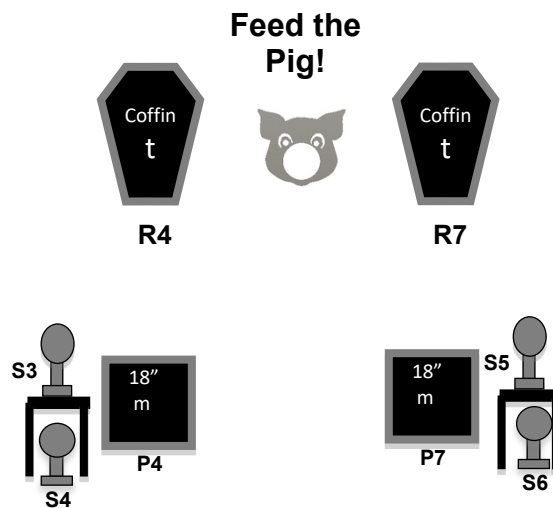
Shooter may indicate ready by saying: “Feed the pig!”

“AT THE BEEP”

1. With Rifle from stall 2 shoot R1- R3 in this order: R1, R2, R1, R2, R3 – R1, R2, R3, R1, R2.
2. Next move to the barrel and with shotgun shoot KD’s S1 – S4 in any order.
3. Last move to stall 2 and shoot P1 – P3 with the same instructions as the rifle.

Stages 5-6 Diagram (Kubaville)

***RESET SALOON TARGETS: REMOVE R5, R6, P5, P6. SET PIG BETWEEN R4 & R7.**



Stage: 5

RC: Rifle – 10, Pistols – 5 each, Shotgun 4+

SO: Rifle not last

Pistols holstered; Rifle and Shotgun staged safely

Starting Position: Start at any Saloon position with hands at default

Shooter may indicate ready by saying: “Feed the pig!”

- Rifle: from doorway shoot R4 & R7 in this order: R4, R7, R4, R4, R4, R7, R7, R7, R4, R7.
- Shotgun: from left window shoot KD’s S3 & S4 in any order and from right window shoot KD’s S5 & S6 in any order. Yes, you can split shotgun.
- Pistols: from doorway shoot P4 & P7 with the same instructions as the rifle.

Stage: 6 – “Feed the pig!”

RC/SO: Rifle – 10+, Shotgun 4+, Pistols – 5 each

Pistols Holstered, Rifle and Shotgun staged in doorway (Stand & Deliver from doorway)

Starting Position: At the doorway with hands at default

Shooter may indicate ready by saying: “Feed the pig!”

“AT THE BEEP”

1. With the Rifle shoot the “Feed the Pig!” rifle target until you wag the tail. Place any remaining rounds on now dump targets R4 or R7. Only misses on the dump targets are scored as misses.
2. With Shotgun shoot KD’s S3 – S6 in any order.
3. With Pistols shoot P4 & P7 in the following order: P4, P4, P7, P7, P7 – P4, P4, P4, P7, P7.